EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S2	4	sakaguchi.in. and (interrupt interrupting interruption) and video and game	USPAT	OR	ON	2008/03/11 16:00
S3	74	("5390937").URPN.	USPAT	OR	OFF	2008/03/11 16:01
S4	1	"5704837".pn.	USPAT	OR	OFF	2008/03/11 16:54
S5	85	("5704837").URPN.	USPAT	OR	OFF	2008/03/11 16:54
S6	3	(age with rifles).oref.	USPAT	OR	OFF	2008/03/11 18:02
S7	1	"20060073898"	US-PGPUB; USPAT	OR	OFF	2008/03/12 09:32
S8	1	"6196917".pn.	USPAT	OR	ON	2008/03/12 10:14
S9	1	"6317125".pn.	USPAT	OR	OFF	2008/03/13 16:10
S10	1	"20020080143"	US-PGPUB	OR	OFF	2008/03/13 16:11
S11	8289	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter) same (fight fighting battle battling attack attacking offensive offense defend defending defensive defending martial$1art kung$1fu) and (game gaming simulate simulation simulating)	US-PGPUB; USPAT	OR	ON	2008/03/13 16:38

S12	4726	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter) with (fight fighting battle battling attack attacking offensive offense defend defending defensiive defending martial$1art kung$1fu) and (game gaming simulate simulation simulating)	US-PGPUB; USPAT	OR	ON	2008/03/13 16:38
S13	2211	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter) with (fight fighting battle battling attack attacking offensive offense defend defending defensiive defending martial$1art kung$1fu) and (game gaming simulate simulation simulating)	USPAT	OR	ON	2008/03/13 16:39
S14	770	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter) with (fight fighting battle battling attack attacking offensive offense defend defending defensiive defending martial$1art kung$1fu) and (fight fighting battle battling	US-PGPUB; USPAT	OR	ON	2008/03/13 16:40

		attack attacking offensive offense defend defending defensiive defending martial$1art kung$1fu) with (game gaming simulate simulation simulating)				
S15	2097	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter restrict restricting restriction) with (motion move moving movement run running direction) and (fight fighting battle battling attack attacking offensive offense defend defending defensiive defending martial$1art kung$1fu) with (game gaming simulate simulation simulating)	US-PGPUB; USPAT	OR	ON	2008/03/13 16:46
S16	1043	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter restrict restricting restriction) with (motion move moving movement run running direction) and (fight fighting battle battling attack attacking offensive offense defend defending defensiive defending martial$1art kung$1fu) with (game gaming simulate simulation simulating)	USPAT	OR	ON	2008/03/13 16:50

S17	185	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter restrict restricting restriction) with (motion move moving movement maneauver run running) and (fight fighting battle battling martial$1art kung$1fu) with (game gaming simulate simulation simulating) and (attack attacking offensive offense defend defending defensiive defending)	USPAT	OR	ON	2008/03/13 16:53
S18	330	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter restrict restricting restriction) with (motion move moving movement maneauver run running) and (fight fighting battle battling martial$1art kung$1fu) with (game gaming simulate simulation simulating) and (attack attacking offensive offense defend defending defensiive defending) and (direction facing)	US-PGPUB; USPAT	OR	ON	2008/03/13 16:54
S19	2442	(programming programmable) with (controller (input with (unit device)) joystick) and (game gaming)	USPAT	OR	ON	2008/03/14 07:42

S20	707	(programming programmable) with (controller (input with (unit device)) joystick) and (game gaming) and (dual two tertiary secondary) with function$3	USPAT	OR	ON	2008/03/14 07:42
S21	50	(programming programmable) adj (controller (input with (unit device)) joystick) and (game gaming) and (dual two tertiary secondary) with function$3	USPAT	OR	ON	2008/03/14 07:43
S22	37	("5317505").URPN.	USPAT	OR	OFF	2008/03/14 07:55
S23	9	("5259626" | "5317505" | "5390937" | "5649861" | "5649862" | "5759100" | "5769719" | "5807174" | "6149523").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/03/14 08:04
S26	1	steel with battalion. oref.	USPAT	OR	OFF	2008/03/14 08:07
S27	550	analog with controller and (game gaming) and (move moving movement) with (object character)	USPAT	OR	ON	2008/03/14 12:17
S28	72	analog with (controller controlling) same (move moving movement) with (object character) and (game gaming)	USPAT	OR	ON	2008/03/14 12:18
S29	15	"6394906"	USPAT	OR	ON	2008/03/14 12:21

S30	1771	(attack$3 fight$3 battl$3 kung$1fu martial $1arts karate) with (game gaming simulat $3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (move moving movement run running jump jumping walk walking travel traveling) with (character enemy sprite monster player user gamer signal input entry enter entering)	US-PGPUB; USPAT	OR	ON	2008/03/24 15:23
S31	1595	(processor microprocessor computer microcomputer controller microcontroller controlling processing logic) and S30	US-PGPUB; USPAT	OR	ON	2008/03/24 15:24
S32	1660	(processor microprocessor computer microcomputer controller microcontroller controlling processing logic circuitry instruction program programming software) and S30	US-PGPUB; USPAT	OR	ON	2008/03/24 15:25

S33	1807	(attack$3 fight$3 battl$3 kung$1fu martial $1arts karate) with (game gaming simulat $3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (forward backward move moving movement run running jump jumping walk walking travel traveling) with (character enemy sprite monster player user gamer signal input entry enter entering)	US-PGPUB; USPAT	OR	ON	2008/03/24 15:28
S34	1694	(processor microprocessor computer microcomputer controller microcontroller controlling processing logic circuitry instruction program programming software) and S33	US-PGPUB; USPAT	OR	ON	2008/03/24 15:28
S35	5120113	(turn turning left right veer veering high low (direction with (change changing alter altering switching switch)))	US-PGPUB; USPAT	OR	ON	2008/03/24 15:29
S36	1648	(turn turning left right veer veering high low (direction with (change changing alter altering switching switch))) and S34	US-PGPUB; USPAT	OR	ON	2008/03/24 15:31

S37	771	(turn turning left right veer veering high low (direction with (change changing alter altering switching switch))) and (attack$3 fight$3 battl $3 kung$1fu martial $1arts karate) with (game gaming simulat $3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (forward backward move moving movement run running jump jumping walk walking travel traveling) with (character enemy sprite monster player user gamer signal input inputting entry enter entering) and (processor microprocessor computer microcomputer controller microcontroller controlling processing logic circuitry instruction program programming software)	USPAT	OR	ON	2008/03/24 15:33
S38	28	(turn turning left right veer veering high low (direction with (change changing alter altering switching switch))). clm. and (attack$3 fight $3 battl$3 kung$1fu martial$1arts karate). clm. with (game gaming simulat$3) and (attack attacking swing swinging punch punching kick kicking). clm. with (character enemy sprite monster	US-PGPUB; USPAT	OR	ON	2008/03/24 15:35

| player user gamer signal input entry enter entering).clm. and (forward backward move moving movement run running jump jumping walk walking travel traveling).clm. with (character enemy sprite monster player user gamer signal input inputting entry enter entering).clm. and (processor microprocessor computer microcomputer controller microcontroller controlling processing logic circuitry instruction program programming software).clm. | | | | |

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